

Roll 3D6 for each of

- Strength
- Dexterity
- Constitution
- Intelligence
- Wisdom
- Charisma

To get your ability scores.

Then use this table to generate your ability score modifiers

Ability Score	Modifier
3 or less	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18 or more	+3

If you don't like your ability scores, you can "invert" your character by subtracting 21 from all your ability scores and taking the absolute value. This is a good idea if the sum of your ability score modifiers is negative.

CHOOSE A CLASS

Once you have your ability scores and modifiers, think about what kind of class you want to play. You can play any class with any spread of ability scores, but natural synergies are listed here for your benefit.

- **[Bodyguard](#) - Constitution and/or Wisdom**
 - Bodyguards are tanks with a good range of combat abilities, saving throws, and the ability to carry twice as much gear as everyone else (this is important!)
- **[Criminal](#) - Dexterity, Intelligence or Charisma**
 - Criminals are specialists who can choose from a wide variety of skills, ranging from stealth to charm to technology
- **[Doctor](#) - Intelligence**
 - Doctors stop their friends from dying of critical wounds (this is important!), heal HP, and perform medical experiments by grafting monster parts to their allies
- **[Explorer](#) - Strength and/or Dexterity**
 - Explorers move quickly and quietly through the underworld, exploiting their superior stealth and mobility.
- **[Mercenary](#) - Strength and/or Dexterity**
 - Mercenaries are killing machines, with superior combat skills, to-hit bonuses, and starting weaponry.
- **[Mystic](#) - Charisma**
 - Mystics are casters who beseech a private deity to grant them boons. They often find themselves at the mercy of the whims of the divine.
- **[Occultist](#) - Intelligence and/or Wisdom**
 - Occultists are casters who memorize spells from books. They can meddle with magical forces outside their control, but risk a terrible price for doing so.
- **[Spook](#) - Wildcard**
 - Spooks are abhumans, transhumans, posthumans and nonhumans with innate magical abilities. Their powers are determined by which origin you choose for them.

When you've chosen a class, click the link to be taken to that class' explanatory document. It will guide you through the rest of the character creation process.